

Global Edutainment Market 2018 by Manufacturers, Countries, Type and Application, Forecast to 2023

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Abstracts

The word edutainment comes from the combination of the words 'education' and 'entertainment'. So the edutainment centres are the places that are visited by the children or their parents during the field trips such as aquariums, zoos, botanical gardens, science and children's museum and these places have the educational aspects with the addition of amusement or entertainment. So edutainment centres are the centres where there is a provision of learning through leisure.

SCOPE OF THE REPORT:

Among the key regional markets, SEA & others of APAC is projected to exhibit relatively higher growth in the global edutainment market.

Revenue from the edutainment market in North America and Western Europe is expected to collectively account for over 44% of the global edutainment market revenue in 2018.

The global Edutainment market is valued at xx million USD in 2017 and is expected to reach xx million USD by the end of 2023, growing at a CAGR of xx% between 2017 and 2023.

The Asia-Pacific will occupy for more market share in following years, especially in China, also fast growing India and Southeast Asia regions.

North America, especially The United States, will still play an important role which cannot be ignored. Any changes from United States might affect the development trend of Edutainment.

Europe also play important roles in global market, with market size of xx million USD in 2017 and will be xx million USD in 2023, with a CAGR of xx%.

This report studies the Edutainment market status and outlook of Global and major regions, from angles of players, countries, product types and end industries; this report

analyzes the top players in global market, and splits the Edutainment market by product type and applications/end industries.

Market Segment by Companies, this report covers

Pororo Parks

Kidzania

Plabo

Legoland Discovery Center

CurioCity

Kindercity

Mattel Play! Town

Totter's Otterville

Kidz Holding S.A.L

Little Explorers

Market Segment by Regions, regional analysis covers

North America (United States, Canada and Mexico)

Europe (Germany, France, UK, Russia and Italy)

Asia-Pacific (China, Japan, Korea, India and Southeast Asia)

South America (Brazil, Argentina, Colombia)

Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa)

Market Segment by Type, covers

Interactive

Non-interactive

Hybrid combination

Explorative games

Market Segment by Applications, can be divided into

Children (0-12 years)

Teenager (13-18 years)

Young adult (19-25 years)

Adult (25+ years)

Contents

1 EDUTAINMENT MARKET OVERVIEW

- 1.1 Product Overview and Scope of Edutainment
- 1.2 Classification of Edutainment by Types
 - 1.2.1 Global Edutainment Revenue Comparison by Types (2017-2023)
 - 1.2.2 Global Edutainment Revenue Market Share by Types in 2017
 - 1.2.3 Interactive
 - 1.2.4 Non-interactive
 - 1.2.5 Hybrid combination
 - 1.2.6 Explorative games
- 1.3 Global Edutainment Market by Application
 - 1.3.1 Global Edutainment Market Size and Market Share Comparison by Applications (2013-2023)
 - 1.3.2 Children (0-12 years)
 - 1.3.3 Teenager (13-18 years)
 - 1.3.4 Young adult (19-25 years)
 - 1.3.5 Adult (25+ years)
- 1.4 Global Edutainment Market by Regions
 - 1.4.1 Global Edutainment Market Size (Million USD) Comparison by Regions (2013-2023)
 - 1.4.1 North America (USA, Canada and Mexico) Edutainment Status and Prospect (2013-2023)
 - 1.4.2 Europe (Germany, France, UK, Russia and Italy) Edutainment Status and Prospect (2013-2023)
 - 1.4.3 Asia-Pacific (China, Japan, Korea, India and Southeast Asia) Edutainment Status and Prospect (2013-2023)
 - 1.4.4 South America (Brazil, Argentina, Colombia) Edutainment Status and Prospect (2013-2023)
 - 1.4.5 Middle East and Africa (Saudi Arabia, UAE, Egypt, Nigeria and South Africa) Edutainment Status and Prospect (2013-2023)
- 1.5 Global Market Size of Edutainment (2013-2023)

2 MANUFACTURERS PROFILES

- 2.1 Pororo Parks
 - 2.1.1 Business Overview
 - 2.1.2 Edutainment Type and Applications

- 2.1.2.1 Product A
- 2.1.2.2 Product B
- 2.1.3 Pororo Parks Edutainment Revenue, Gross Margin and Market Share (2016-2017)
- 2.2 Kidzania
 - 2.2.1 Business Overview
 - 2.2.2 Edutainment Type and Applications
 - 2.2.2.1 Product A
 - 2.2.2.2 Product B
 - 2.2.3 Kidzania Edutainment Revenue, Gross Margin and Market Share (2016-2017)
- 2.3 Plabo
 - 2.3.1 Business Overview
 - 2.3.2 Edutainment Type and Applications
 - 2.3.2.1 Product A
 - 2.3.2.2 Product B
 - 2.3.3 Plabo Edutainment Revenue, Gross Margin and Market Share (2016-2017)
- 2.4 Legoland Discovery Center
 - 2.4.1 Business Overview
 - 2.4.2 Edutainment Type and Applications
 - 2.4.2.1 Product A
 - 2.4.2.2 Product B
 - 2.4.3 Legoland Discovery Center Edutainment Revenue, Gross Margin and Market Share (2016-2017)
- 2.5 CurioCity
 - 2.5.1 Business Overview
 - 2.5.2 Edutainment Type and Applications
 - 2.5.2.1 Product A
 - 2.5.2.2 Product B
 - 2.5.3 CurioCity Edutainment Revenue, Gross Margin and Market Share (2016-2017)
- 2.6 Kindercity
 - 2.6.1 Business Overview
 - 2.6.2 Edutainment Type and Applications
 - 2.6.2.1 Product A
 - 2.6.2.2 Product B
 - 2.6.3 Kindercity Edutainment Revenue, Gross Margin and Market Share (2016-2017)
- 2.7 Mattel Play! Town
 - 2.7.1 Business Overview
 - 2.7.2 Edutainment Type and Applications
 - 2.7.2.1 Product A

2.7.2.2 Product B

2.7.3 Mattel Play! Town Edutainment Revenue, Gross Margin and Market Share (2016-2017)

2.8 Totter's Otterville

2.8.1 Business Overview

2.8.2 Edutainment Type and Applications

2.8.2.1 Product A

2.8.2.2 Product B

2.8.3 Totter's Otterville Edutainment Revenue, Gross Margin and Market Share (2016-2017)

2.9 Kidz Holding S.A.L

2.9.1 Business Overview

2.9.2 Edutainment Type and Applications

2.9.2.1 Product A

2.9.2.2 Product B

2.9.3 Kidz Holding S.A.L Edutainment Revenue, Gross Margin and Market Share (2016-2017)

2.10 Little Explorers

2.10.1 Business Overview

2.10.2 Edutainment Type and Applications

2.10.2.1 Product A

2.10.2.2 Product B

2.10.3 Little Explorers Edutainment Revenue, Gross Margin and Market Share (2016-2017)

3 GLOBAL EDUTAINMENT MARKET COMPETITION, BY PLAYERS

3.1 Global Edutainment Revenue and Share by Players (2013-2018)

3.2 Market Concentration Rate

3.2.1 Top 5 Edutainment Players Market Share

3.2.2 Top 10 Edutainment Players Market Share

3.3 Market Competition Trend

4 GLOBAL EDUTAINMENT MARKET SIZE BY REGIONS

4.1 Global Edutainment Revenue and Market Share by Regions

4.2 North America Edutainment Revenue and Growth Rate (2013-2018)

4.3 Europe Edutainment Revenue and Growth Rate (2013-2018)

4.4 Asia-Pacific Edutainment Revenue and Growth Rate (2013-2018)

4.5 South America Edutainment Revenue and Growth Rate (2013-2018)

4.6 Middle East and Africa Edutainment Revenue and Growth Rate (2013-2018)

5 NORTH AMERICA EDUTAINMENT REVENUE BY COUNTRIES

5.1 North America Edutainment Revenue by Countries (2013-2018)

5.2 USA Edutainment Revenue and Growth Rate (2013-2018)

5.3 Canada Edutainment Revenue and Growth Rate (2013-2018)

5.4 Mexico Edutainment Revenue and Growth Rate (2013-2018)

6 EUROPE EDUTAINMENT REVENUE BY COUNTRIES

6.1 Europe Edutainment Revenue by Countries (2013-2018)

6.2 Germany Edutainment Revenue and Growth Rate (2013-2018)

6.3 UK Edutainment Revenue and Growth Rate (2013-2018)

6.4 France Edutainment Revenue and Growth Rate (2013-2018)

6.5 Russia Edutainment Revenue and Growth Rate (2013-2018)

6.6 Italy Edutainment Revenue and Growth Rate (2013-2018)

7 ASIA-PACIFIC EDUTAINMENT REVENUE BY COUNTRIES

7.1 Asia-Pacific Edutainment Revenue by Countries (2013-2018)

7.2 China Edutainment Revenue and Growth Rate (2013-2018)

7.3 Japan Edutainment Revenue and Growth Rate (2013-2018)

7.4 Korea Edutainment Revenue and Growth Rate (2013-2018)

7.5 India Edutainment Revenue and Growth Rate (2013-2018)

7.6 Southeast Asia Edutainment Revenue and Growth Rate (2013-2018)

8 SOUTH AMERICA EDUTAINMENT REVENUE BY COUNTRIES

8.1 South America Edutainment Revenue by Countries (2013-2018)

8.2 Brazil Edutainment Revenue and Growth Rate (2013-2018)

8.3 Argentina Edutainment Revenue and Growth Rate (2013-2018)

8.4 Colombia Edutainment Revenue and Growth Rate (2013-2018)

9 MIDDLE EAST AND AFRICA REVENUE EDUTAINMENT BY COUNTRIES

9.1 Middle East and Africa Edutainment Revenue by Countries (2013-2018)

9.2 Saudi Arabia Edutainment Revenue and Growth Rate (2013-2018)

- 9.3 UAE Edutainment Revenue and Growth Rate (2013-2018)
- 9.4 Egypt Edutainment Revenue and Growth Rate (2013-2018)
- 9.5 Nigeria Edutainment Revenue and Growth Rate (2013-2018)
- 9.6 South Africa Edutainment Revenue and Growth Rate (2013-2018)

10 GLOBAL EDUTAINMENT MARKET SEGMENT BY TYPE

- 10.1 Global Edutainment Revenue and Market Share by Type (2013-2018)
- 10.2 Global Edutainment Market Forecast by Type (2018-2023)
- 10.3 Interactive Revenue Growth Rate (2013-2023)
- 10.4 Non-interactive Revenue Growth Rate (2013-2023)
- 10.5 Hybrid combination Revenue Growth Rate (2013-2023)
- 10.6 Explorative games Revenue Growth Rate (2013-2023)

11 GLOBAL EDUTAINMENT MARKET SEGMENT BY APPLICATION

- 11.1 Global Edutainment Revenue Market Share by Application (2013-2018)
- 11.2 Edutainment Market Forecast by Application (2018-2023)
- 11.3 Children (0-12 years) Revenue Growth (2013-2018)
- 11.4 Teenager (13-18 years) Revenue Growth (2013-2018)
- 11.5 Young adult (19-25 years) Revenue Growth (2013-2018)
- 11.6 Adult (25+ years) Revenue Growth (2013-2018)

12 GLOBAL EDUTAINMENT MARKET SIZE FORECAST (2018-2023)

- 12.1 Global Edutainment Market Size Forecast (2018-2023)
- 12.2 Global Edutainment Market Forecast by Regions (2018-2023)
- 12.3 North America Edutainment Revenue Market Forecast (2018-2023)
- 12.4 Europe Edutainment Revenue Market Forecast (2018-2023)
- 12.5 Asia-Pacific Edutainment Revenue Market Forecast (2018-2023)
- 12.6 South America Edutainment Revenue Market Forecast (2018-2023)
- 12.7 Middle East and Africa Edutainment Revenue Market Forecast (2018-2023)

13 RESEARCH FINDINGS AND CONCLUSION

14 APPENDIX

- 14.1 Methodology
- 14.2 Data Source

List Of Tables

LIST OF TABLES AND FIGURES

Figure Edutainment Picture

Table Product Specifications of Edutainment

Table Global Edutainment and Revenue (Million USD) Market Split by Product Type

Figure Global Edutainment Revenue Market Share by Types in 2017

Figure Interactive Picture

Figure Non-interactive Picture

Figure Hybrid combination Picture

Figure Explorative games Picture

Table Global Edutainment Revenue (Million USD) by Application (2013-2023)

Figure Edutainment Revenue Market Share by Applications in 2017

Figure Children (0-12 years) Picture

Figure Teenager (13-18 years) Picture

Figure Young adult (19-25 years) Picture

Figure Adult (25+ years) Picture

Table Global Market Edutainment Revenue (Million USD) Comparison by Regions
2013-2023

Figure North America Edutainment Revenue (Million USD) and Growth Rate
(2013-2023)

Figure Europe Edutainment Revenue (Million USD) and Growth Rate (2013-2023)

Figure Asia-Pacific Edutainment Revenue (Million USD) and Growth Rate (2013-2023)

Figure South America Edutainment Revenue (Million USD) and Growth Rate
(2013-2023)

Figure Middle East and Africa Edutainment Revenue (Million USD) and Growth Rate
(2013-2023)

Figure Global Edutainment Revenue (Million USD) and Growth Rate (2013-2023)

Table Pororo Parks Basic Information, Manufacturing Base and Competitors

Table Pororo Parks Edutainment Type and Applications

Table Pororo Parks Edutainment Revenue, Gross Margin and Market Share
(2016-2017)

Table Kidzania Basic Information, Manufacturing Base and Competitors

Table Kidzania Edutainment Type and Applications

Table Kidzania Edutainment Revenue, Gross Margin and Market Share (2016-2017)

Table Plabo Basic Information, Manufacturing Base and Competitors

Table Plabo Edutainment Type and Applications

Table Plabo Edutainment Revenue, Gross Margin and Market Share (2016-2017)

Table Legoland Discovery Center Basic Information, Manufacturing Base and Competitors

Table Legoland Discovery Center Edutainment Type and Applications

Table Legoland Discovery Center Edutainment Revenue, Gross Margin and Market Share (2016-2017)

Table CurioCity Basic Information, Manufacturing Base and Competitors

Table CurioCity Edutainment Type and Applications

Table CurioCity Edutainment Revenue, Gross Margin and Market Share (2016-2017)

Table Kindercity Basic Information, Manufacturing Base and Competitors

Table Kindercity Edutainment Type and Applications

Table Kindercity Edutainment Revenue, Gross Margin and Market Share (2016-2017)

Table Mattel Play! Town Basic Information, Manufacturing Base and Competitors

Table Mattel Play! Town Edutainment Type and Applications

Table Mattel Play! Town Edutainment Revenue, Gross Margin and Market Share (2016-2017)

Table Totter's Otterville Basic Information, Manufacturing Base and Competitors

Table Totter's Otterville Edutainment Type and Applications

Table Totter's Otterville Edutainment Revenue, Gross Margin and Market Share (2016-2017)

Table Kidz Holding S.A.L Basic Information, Manufacturing Base and Competitors

Table Kidz Holding S.A.L Edutainment Type and Applications

Table Kidz Holding S.A.L Edutainment Revenue, Gross Margin and Market Share (2016-2017)

Table Little Explorers Basic Information, Manufacturing Base and Competitors

Table Little Explorers Edutainment Type and Applications

Table Little Explorers Edutainment Revenue, Gross Margin and Market Share (2016-2017)

Table Global Edutainment Revenue (Million USD) by Players (2013-2018)

Table Global Edutainment Revenue Share by Players (2013-2018)

Figure Global Edutainment Revenue Share by Players in 2016

Figure Global Edutainment Revenue Share by Players in 2017

Figure Global Top 5 Players Edutainment Revenue Market Share in 2017

Figure Global Top 10 Players Edutainment Revenue Market Share in 2017

Figure Global Edutainment Revenue (Million USD) and Growth Rate (%) (2013-2018)

Table Global Edutainment Revenue (Million USD) by Regions (2013-2018)

Table Global Edutainment Revenue Market Share by Regions (2013-2018)

Figure Global Edutainment Revenue Market Share by Regions (2013-2018)

Figure Global Edutainment Revenue Market Share by Regions in 2017

Figure North America Edutainment Revenue and Growth Rate (2013-2018)

Figure Europe Edutainment Revenue and Growth Rate (2013-2018)
Figure Asia-Pacific Edutainment Revenue and Growth Rate (2013-2018)
Figure South America Edutainment Revenue and Growth Rate (2013-2018)
Figure Middle East and Africa Edutainment Revenue and Growth Rate (2013-2018)
Table North America Edutainment Revenue by Countries (2013-2018)
Table North America Edutainment Revenue Market Share by Countries (2013-2018)
Figure North America Edutainment Revenue Market Share by Countries (2013-2018)
Figure North America Edutainment Revenue Market Share by Countries in 2017
Figure USA Edutainment Revenue and Growth Rate (2013-2018)
Figure Canada Edutainment Revenue and Growth Rate (2013-2018)
Figure Mexico Edutainment Revenue and Growth Rate (2013-2018)
Table Europe Edutainment Revenue (Million USD) by Countries (2013-2018)
Figure Europe Edutainment Revenue Market Share by Countries (2013-2018)
Figure Europe Edutainment Revenue Market Share by Countries in 2017
Figure Germany Edutainment Revenue and Growth Rate (2013-2018)
Figure UK Edutainment Revenue and Growth Rate (2013-2018)
Figure France Edutainment Revenue and Growth Rate (2013-2018)
Figure Russia Edutainment Revenue and Growth Rate (2013-2018)
Figure Italy Edutainment Revenue and Growth Rate (2013-2018)
Table Asia-Pacific Edutainment Revenue (Million USD) by Countries (2013-2018)
Figure Asia-Pacific Edutainment Revenue Market Share by Countries (2013-2018)
Figure Asia-Pacific Edutainment Revenue Market Share by Countries in 2017
Figure China Edutainment Revenue and Growth Rate (2013-2018)
Figure Japan Edutainment Revenue and Growth Rate (2013-2018)
Figure Korea Edutainment Revenue and Growth Rate (2013-2018)
Figure India Edutainment Revenue and Growth Rate (2013-2018)
Figure Southeast Asia Edutainment Revenue and Growth Rate (2013-2018)
Table South America Edutainment Revenue by Countries (2013-2018)
Table South America Edutainment Revenue Market Share by Countries (2013-2018)
Figure South America Edutainment Revenue Market Share by Countries (2013-2018)
Figure South America Edutainment Revenue Market Share by Countries in 2017
Figure Brazil Edutainment Revenue and Growth Rate (2013-2018)
Figure Argentina Edutainment Revenue and Growth Rate (2013-2018)
Figure Colombia Edutainment Revenue and Growth Rate (2013-2018)
Table Middle East and Africa Edutainment Revenue (Million USD) by Countries (2013-2018)
Table Middle East and Africa Edutainment Revenue Market Share by Countries (2013-2018)
Figure Middle East and Africa Edutainment Revenue Market Share by Countries

(2013-2018)

Figure Middle East and Africa Edutainment Revenue Market Share by Countries in 2017

Figure Saudi Arabia Edutainment Revenue and Growth Rate (2013-2018)

Figure UAE Edutainment Revenue and Growth Rate (2013-2018)

Figure Egypt Edutainment Revenue and Growth Rate (2013-2018)

Figure Nigeria Edutainment Revenue and Growth Rate (2013-2018)

Figure South Africa Edutainment Revenue and Growth Rate (2013-2018)

Table Global Edutainment Revenue (Million USD) by Type (2013-2018)

Table Global Edutainment Revenue Share by Type (2013-2018)

Figure Global Edutainment Revenue Share by Type (2013-2018)

Figure Global Edutainment Revenue Share by Type in 2017

Table Global Edutainment Revenue Forecast by Type (2018-2023)

Figure Global Edutainment Market Share Forecast by Type (2018-2023)

Figure Global Interactive Revenue Growth Rate (2013-2018)

Figure Global Non-interactive Revenue Growth Rate (2013-2018)

Figure Global Hybrid combination Revenue Growth Rate (2013-2018)

Figure Global Explorative games Revenue Growth Rate (2013-2018)

Table Global Edutainment Revenue by Application (2013-2018)

Table Global Edutainment Revenue Share by Application (2013-2018)

Figure Global Edutainment Revenue Share by Application (2013-2018)

Figure Global Edutainment Revenue Share by Application in 2017

Table Global Edutainment Revenue Forecast by Application (2018-2023)

Figure Global Edutainment Market Share Forecast by Application (2018-2023)

Figure Global Children (0-12 years) Revenue Growth Rate (2013-2018)

Figure Global Teenager (13-18 years) Revenue Growth Rate (2013-2018)

Figure Global Young adult (19-25 years) Revenue Growth Rate (2013-2018)

Figure Global Adult (25+ years) Revenue Growth Rate (2013-2018)

Figure Global Edutainment Revenue (Million USD) and Growth Rate Forecast (2018-2023)

Table Global Edutainment Revenue (Million USD) Forecast by Regions (2018-2023)

Figure Global Edutainment Revenue Market Share Forecast by Regions (2018-2023)

Figure North America Edutainment Revenue Market Forecast (2018-2023)

Figure Europe Edutainment Revenue Market Forecast (2018-2023)

Figure Asia-Pacific Edutainment Revenue Market Forecast (2018-2023)

Figure South America Edutainment Revenue Market Forecast (2018-2023)

Figure Middle East and Africa Edutainment Revenue Market Forecast (2018-2023)

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